

James Christopher C. Waniwan

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TECHNICAL SKILLS

- **Programming Languages:** HTML, CSS, JavaScript, Typescript, C++, C#, Java
- **Frameworks & Libraries:** ReactJS, Next.js, Tailwind CSS, shadcn/ui
- **Tools & Platforms:** Git, Supabase, Drizzle ORM, NeonDB
- **Game Development:** Unity Game Engine

PROJECTS

- **Packport** (*Full stack ecommerce site*)
 - Developed a full stack ecommerce site using Next.js.
 - Adopted Drizzle ORM for type-safe queries and mutations.
 - Configured PostgreSQL with NeonDB for database management.
 - Implemented authentication and authorization using Auth.js.
 - Built a responsive and modern UI using Tailwind CSS with shadcn/ui.
 - Utilized Zustand for efficient state management.
 - Connected to Stripe in test mode to handle payment processing.
 - Incorporated Algolia Search for fast and dynamic product searches.
 - Set up motion to create smooth and responsive animations.
 - [GitHub](#) | [Live Demo](#)
- **Wayfarers Rest Website** (*Client app*)
 - Developed a full stack web application for booking and browsing rooms using Next.js.
 - Implemented secure authentication and authorization using Auth.js.
 - Integrated Supabase to handle real-time data storage and retrieval.
 - Designed a responsive and visually appealing UI using Tailwind CSS.
 - [GitHub](#) | [Live Demo](#)
- **Wayfarers Rest** (*Admin Portal*)
 - Built a full stack hotel management system using React.js.
 - Developed key features such as room and booking management, as well as a sales dashboard.
 - Optimized data fetching with React Query.
 - Configured React Router to enable seamless navigation.
 - Implemented form validation and state management with React Hook Form.
 - Integrated Supabase for backend services, authentication, and real-time updates.
 - [GitHub](#) | [Live Demo](#)
- **Mathrun**
 - Designed and developed a 3D endless runner game in Unity, incorporating engaging mechanics and smooth graphics.
 - [GitHub](#) | [Demo](#)

EXPERIENCE

EROVOUTIKA ROBOTICS AND AUTOMATION SOLUTIONS

Module Developer Intern – Research & Development

Makati, Metro Manila
August 2021 – September 2021

- Developed a sandbox-style game using Unity.
- Produced instructional materials and tutorials for the development of the game.
- Collaborated with the QA team to review and improve instructional materials.

EDUCATION

BULACAN STATE UNIVERSITY

BS Mathematics with specialization in Computer Science

Malolos, Bulacan
August 2018 – July 2022

- Magna Cum Laude